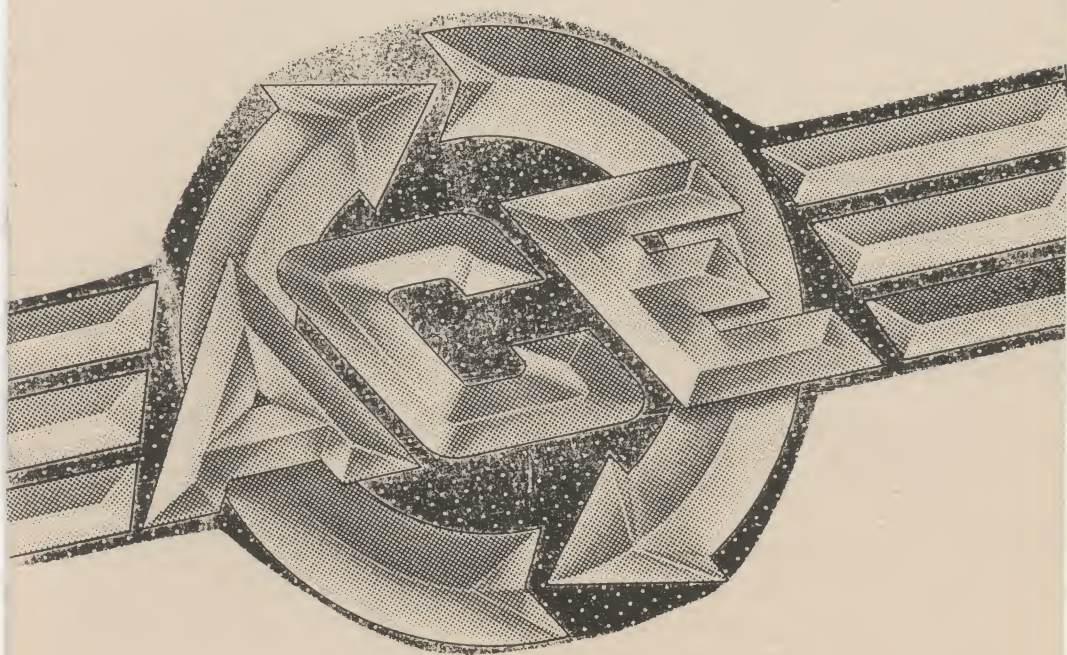


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JULY 1987



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Tidewater Science Fair

By: Buck Maddrey

In 1986, the members of STATUS voted to present a Special Award to a Senior Division entrant of the Tidewater Science Fair. The award was presented to the person who best used a computer in a science project. Again in 1987, STATUS elected to participate in the Fair.

The 36th Annual Tidewater Science Fair was held at Phoebus High School in Hampton on Saturday March 28, 1987. There were only two entries in Senior Division Computer Science, which made choosing a winner easy. The recipient of the award this year went to Woong Ah Yoon, for his project Galileo of the 21st Century. Woong used an Apple clone and his own original basic program to prove Galileo's theories about the pendulum. Woong, a native Korean, is a senior at Warwick High School. His sponsor was James R. MacNeil. Using a switch out of a joystick and attaching a pendulum of different lengths and weights, Woong's program timed three successive swings of the pendulum and averaged the times. Software would then store the information for comparison with other trials and finally print out the results. The cash award was presented to Mr. Yoon during the award ceremonies in the auditorium at the conclusion of the Fair.

There were also some noteworthy Junior Division Computer Science projects on display. Some of these exhibited original ideas and new

approaches to existing languages and concepts. If the junior projects exhibited are the wave of the future, the award won't be as easy to decide next year.

1050 Front Panel Select Switches

By Dave Jones

Reprinted from G.R.A.S.P. Gazette June 1987

Retyped for STATUS by Gene Rodriguez
WARNING: This is not an official Atari Upgrade. If you attempt this modification, you do so at your own risk! If you have no electronic experience DO NOT ATTEMPT THIS MOD.

Ever wanted to temporarily add a drive to your system and needed to change the drive select switches but had to disconnect the drive in order to get access to the switches? Would you like to format and write to the back of a disk without having to cut a notch? Could you appreciate the assurance of knowing that the software that you are running can not possibly format or write over data on your disk? With this hardware modification on your 1050 Disk Drive you can select with front panel controls any of four drive number designations. Also, you have manual control of write protect and write enable without the need of disk notches and tabs.

Parts and Supplies:

S1,S2,S3 - Radio Shack SPST micro miniature toggle switches CAT No. 275-624 (\$1.59 each)
1 resistor - any value from 500 ohm to 1500 ohm, 3-18" jumper wires /1-12" /1-6" /1-3" jumper wire, Solder /

Electrical tape.

Disassemble drive, remove front panel. Drill three holes into panel each 3/16" diameter. The hole for the write protect switch (S3) should be located as far left as possible on the left side of the panel. The holes for the drive select switches may be located anywhere on the lower right beveled edge of the front panel. These two switches will be easier to operate if located at the same level and no more than 1.5" apart.

Install switches into holes in front panel. Secure each switch with one lockwasher on the inside and one nut on the outside. The switch on the far left, the write protect switch (S3), should be installed with two solder lugs oriented downward. Of the remaining two switches, the switch to the left will be designated S1, the switch to the right is S2. S1 and S2 should be oriented so that the solder lugs are to the left. Test that the write protect switch (S3) toggles vertically and that S1 and S2 toggle horizontally. Tighten all nuts. Hold front panel up to the drive mechanism to check for proper clearance around switch solder lugs.

Remove circuit board from case. Push the plastic hooks apart to free the circuit board. It may not be necessary to disconnect the molex connectors. Just rest the drive mechanism on top of the metal shield. Holding "the works" as a unit, lift up and flip it over to expose the underside of the circuit board. At the rear corner near the I/O connector

there are six pins attached to the drive select switch. Four pins share the same solder pad. Attach a wire 18" in length to one of these four pins, solder, and label the other end of this wire "GROUND". To each of the other pins not part of the four, attach wires 18" in length and solder. For the wire connected to the pin closest to the I/O connector, label the free end of this wire "1". The free end of the remaining wire should be labeled "2". Turn the circuit board back over and locate the molex connector labeled J11 on the board. It is the one closest to the front of the drive in the long group of molex connectors. Cut the second wire from the front of this connector at a point 1.5" from the connector. Strip a small amount of insulation from the free end of the wire attached to the connector. To this attach a wire 12" in length and solder the resistor to the free end of this wire. The wire that was cut from the molex connector will not be used, so just insulate the end with electrical tape. Use tape or heat shrink tubing to insulate the connections at each end of the 12" wire (heat shrink is recommended for heat tolerance. ED).

Replace "the works" into the lower case. Be sure to line up plastic pins and hooks for circuit board and place drive mechanism so that it locks into position over the metal pins. Route the three long jumper wires under the circuit board over to the right side so that the free ends are hanging over the right side of the lower case. The wire with the resistor attached should be routed along the left side of the case

and the end going out the front of the case.

Bring the front panel with the switches mounted close to the front opening of the drive. Complete the wiring to the switches as follows:

Solder wire and labeled "1" to a solder lug on S1.

Solder wire end labeled "2" to a solder lug on S2.

Solder free end of resistor to a solder lug on S3.

Solder wire end labeled "GROUND" and a wire 3" in length to the unused solder lug on S2.

Solder the free end of the 3" wire and a wire 6" in length to the unused solder lug on S1.

Solder the free end of the 6" wire to the unused solder lug on S3. Insulate exposed connections with electrical tape. Replace front panel and top cover while routing wires away from areas where they could cause problems.

Switch Positions: The drive select switches on the back of the drive must be set to the "DRIVE 1" position.

S3 Write Protected Switch - down is normal (protected) - up is write enable. DRIVE 1 - S1 LEFT - S2 LEFT, DRIVE 2 - S1 RIGHT - S2 LEFT, DRIVE 3 - S1 RIGHT - S2 RIGHT, DRIVE 4 - S1 LEFT - S2 RIGHT

AVATEX 1200 MODIFICATION

Reprinted from HACE Newsletter
Retyped for STATUS by: Dick Litchfield

#1 PURPOSE: Add Hi-speed carrier detect

to become 100% Hayes Compatible.

DISCLAIMER NOTICE

COLOR-NET AND STATUS TAKE NO
RESPONSIBILITY FOR ANY DAMAGE CAUSED BY
THIS MODIFICATION! IF DONE CORRECTLY
THIS MOD WORKS

PARTS NEEDED:

1-MC1488 chip Radio Shack #276-2520
(RS-232 driver)

2 feet of 20 gauge hook up wire

GETTING STARTED:

After opening up the modem, locate IC #U30 (located by the RS-232 connector). Take the new IC and fold up all pins EXCEPT--#1, 7, 14!!! Now piggy-back the new IC on the IC #U30. Using a light wattage soldering gun, solder pins #1, 7, and 14 of the new IC to pins...#1, 7 and 14 of the IC #U30. Now take a wire from pin #2 of the new IC to pin #12 of IC #U23 (located just behind the leds). Now take a wire from pin #3 of the new IC to pin #12 of the RS-232 connector. Now take your wire to pins #4, 5, 9, 10 and 12 and solder these pins together (We're making a heat sink to keep the new chip from overheating). After you have soldered all these pins together, solder a wire from board ground (of the modem) to these pins! Thats it!! To test what you have just completed take a piece of wire and ground the cathode end (banded side) of the HS led, if all was done correctly, the HS led should light, and with a VOM connected to pin #12 on the RS-232 connector, you should read about

+8 volts or so.

If you're not sure how to do this you can mail me your modem along with a money order for \$25.00 to:

SYGOP (COLOR-NET)

P.O. BOX 2192

PETERSBURG, VA 23804

Be sure to send it by US-MAIL!!! UPS will not deliver to a PO BOX!!! We will make the mods, test it and send it back by return mail!

AVATEX 1200 SPEAKER MODIFICATION

(Reprinted from the 3/87 LACE Newsletter)

Retyped for STATUS by Dick litchfield

Here is a simple little upgrade that you can add to your Avatex 1200 modem in about a half hour.

Parts needed:

- 1 Radio Shack Mini
Amplifier-speaker #277-1000b
- 1 Mini Phone Plug #277-286
- 2 20 guage wires-about 1 ft long
- 1 Nine volt battery

Start by disconnecting everything from your modem, then flip it upside down and remove three screws from the bottom. Turn the modem over again and remove the top cover. In the middle of the modem, there is a raised board, right behind its rear left corner is a small eight pin IC-U27. Carefully solder one wire to pin one of U27 and then solder the other to pin five of U27. Now slide both wires through the cooling slots in the side of the case

and through the cover for the phone plug. Solder the wire that is connected to pin one of U27 to the center tap of the mini phone plug. Solder the wire from pin five to the outer tap of the mini phone plug and slide the plug's cover over the connections. Now put the cover back on the modem. Insert the phone plug into the upper phone plug jack (input) and adjust the volume as required to obtain the best results.

Now you can hear the dial tones, busy signals, rings and voice audio. You'll be able to tell if those BBS's that are so hard to connect to, are really that busy or just down.

Be sure to turn the mini amp off when not in use. The nine volt battery will last a lot longer this way.

I have had this modification installed for about a month now and haven't experienced any problems with my modem or terminal software. I use it everytime I call other BBS's and find it to be a worthwhile addition. One more thing. If you remove the cover of your Avatex, you can consider the warranty to be null and void.

XM301 WARNING

By: Paul Alwart

Reprinted from Atari Federation Newsletter/WAND The Newsletter of the Atari Users Group of Westchester.

Retyped for STATUS by Gene Rodriguez

If you own an XM301 modem, you may own an electronic "TIME BOMB". After a rash of hardware failures last month, which included smoking a disk drive and

two printer interfaces. I found the cause of my problem to be my XM301. The modem worked fine, but was killing off my system piece by piece.

The reason has to do with the thirteen wires coming from the serial I/O plug, although only nine wires are actually used by the modem. The four wires have about 1/8 inch bare wire showing, and are just hanging around, unterminated, waiting to touch something they shouldn't. I have checked other XM301 modems and this condition existed in them too.

Here is what to do IMMEDIATELY: With all power OFF, remove the two screws from the bottom of the modem and lift off the plastic case. Inspect the wires where they enter the modem. You will find that four of the wires are not connected to anything. If these wires have any bare metal showing, cut it off. Be careful to keep the cut-off pieces from falling into the modem. Next, tape each wire individually, so that it cannot possibly touch any other wires or parts in the modem. Put the modem back in its case, replace the screws, and you are done. I have written to ATARI regarding this problem, but have not received a reply as yet.

Note: This may be an isolated problem, but when I checked my modem I found bare wires looking for trouble. I found heat shrink tubing worked best. If you own an XM301, I highly recommend checking for this potential disaster NOW!

ST Software Review

Flight Simulator 1.1/Scenery Disk #7 for ST

By: Doug Boynton

SubLogic has released a couple of Flight Simulator II items recently that are of special interest to ST pilots. Version 1.1 of FSII is out, supporting both monochrome and color monitors; the first of the scenery disks has also been released for the ST version of FSII.

First, on the update. Version 1.1 determines which monitor you are using, and executes the appropriate program. Functionally, both the color and monochrome programs are identical. I have noticed a bug in the monochrome version. When restoring a saved position, the monochrome screen sometimes scrambles, forcing me to reboot the program. I have not had this problem with the color version of the program.

The new version of the program also allows you to use a joystick to fly the aircraft (similar to the 8-bit program). Version 1.1 also allows hard-disk users to copy all the files over and run the program from the hard disk.

SubLogic is upgrading all version 1.0 disks free. Simply send your original disk to SubLogic, 713 Edgebrook Drive, Champaign, IL 61820. Write "ST FSII UPDATE" on the outside of the package.

SubLogic has also released the

first of the scenery disks for the SI version of Flight Simulator. Disk #7 covers most of the east coast from Philadelphia to Key West, Florida. This disk includes the Hampton Roads area. There isn't much in the way of local scenery on the disk, though. FSII's scenery disks are notoriously lacking much else besides airports and shoreline. The Washington D-C area is well represented with landmarks; and Cape Canaveral has a space shuttle sitting on the launch pad. But by and large, the scenery disks are for hard-core FSII pilots.

Of note if you are a FSII fanatic: SubLogic has announced plans to publish a Scenery Designer, which will allow you to create your own worlds to fly in and around. SubLogic's publicity says the program will "allow you to draw and position buildings, airports, mountains, and three-dimensional objects." The company says it's releasing the program because it's had many requests from users for information on how the scenery disks are put together.

Finally, SubLogic says look for JET, the high-performance jet simulation, for the SI soon.

PRACTICAL PROGRAMMING

By: David M. Levy, Ph.D.

For the S.T.A.T.U.S. Newsletter

For many of you, if you are at all like me, you consider yourself a "computer hobbyist." As with other "hobbies", there are varying degrees of depth and/or detail you can choose to

immerse yourself in. With computers, you may be quite comfortable as an "end user," being happy in finding software available to meet whatever particular need you might have or accomplishing a specific goal. Others might have the desire to understand how their machine operates on a hardware/technical level and spend their time in performing memory upgrades, designing and implementing peripheral devices, constructing their own interface cables, and so on. For others of us, sitting down at the keyboard and hacking away at a program can be a major source of both satisfaction and frustration. There can be an experience of exhilaration when an idea that you have had in your mind is transformed into an operable program after much effort and time has been expended in the process.

For me, I first became interested in programming as a necessity while in graduate school. You see, there was this matter of a "little task" called a doctoral thesis that had to be completed and I had the choice to design a study around some pretty ancient mechanical equipment which had a track record for errors which would have made an Edsel look like a Mercedes in comparison, or use the Department's "new" micro to "do it all." Now let me ask you, would you rather drive a Mercedes or an Edsel? Yeah, me too!

Well, that project must have struck a chord, for I have been studying computer languages ever since. One reason is that it's just been a lot of fun seeing how a particular task

could be executed in different languages, comparing performance, speed, ease of use, flexibility and power to access the fullest capability of my hardware. Over the years I became increasingly more aware that as my skill in using a particular language improved, I became more restless while using it. It was at such times that I invariably began my "quest" for a "new and improved" programming language. For me, I now believe my restlessness was based upon an assumption that when I found "THE LANGUAGE" I would miraculously be transformed into a prolific programmer. It was as if I was expecting the languages to magically supply me with the "ideas," which are truly the foundation for any programming project. "Now that I know how to write a program with my MAC/65, if I only had an idea, I could

The main focus of this article is to point out that ideas are in actuality not all that difficult to come up with. The ease or difficulty with which you discover these ideas really depends more upon what you want to achieve as a programmer and to attune your creative thought processes accordingly. For me, I have learned that writing a program to solve a problem, regardless of how simple it might be, is rewarding enough. While I am using my computer to accomplish other tasks, I have trained myself to pay much more careful attention to the "practical problems" that tend to arise, rather than sitting in front of the keyboard waiting for an earth shattering idea to strike me.

I now recognize that certain kinds

of thoughts that I have can serve as cues for me to pull out my notebook and jot down a few notes. A couple of examples would be "there has to be an easier way to do this" or "it sure would be nice if I could..." The program listing that accompanies this article is one example of how this process occurs for me. One area of computing that I have enjoyed and tend to spend a lot of time doing, is in telecommunications. Because I like to keep up with the exchange of information and ideas on the various bulletin boards, I often capture the message bases to my ramdisk and then dump the text to my printer when I log off. In order to conserve on paper in the process, I began using a condensed printer pitch to print out the files. However, for other applications, having a standard pitch (10 cpi) was much more desirable. Up until recently, I was left with the rather unsatisfactory solution of having to change the dip switch settings on my printer to match the application. "There's got to be any easier way to do this! If I could change the pitch size from DOS, then I would not have to mess with the dip switches every time I used my printer for a different application."

The program listing that follows is my "practical" solution to the problem. It also gave me the opportunity to put my programming knowledge to work, and I felt like I had accomplished something useful when I was finished with it. I wrote the program in Action! because of it's capability to be compiled to machine code and thus allowing me to use it

from any DOS and with any language. The program opens with a brief title screen and then switches to the selection screen which prompts the user to press one of the function keys in order to choose the pitch desired. The program will initialize the printer (make sure it's turned on) and then exit back to DOS. The printer will use the pitch selected until it is either turned off or until it is changed by running this program again. Of course, if you use another program that initializes the printer, that will also change the settings.

Note -The program as it stands will require the Action! cartridge. However, you can use the Action! runtime package to compile it or a compiled version will be made available on the STATUS BBS. The compiled program will run as is, without the need for the Action! cartridge and execute from any DOS.

I should also mention that the program was written for my Star SG-10 printer, and I am not sure of it's compatibility with other printers. If it does not work with your particular printer, let me know and I will make the modifications required for your printer.

ST Software Review

Micro League Baseball

By: Doug Boynton

I am a baseball fanatic. I got hooked on the old SSI baseball simulation for the old 8-bit Atari, and have been searching for something as good for the ST almost since I

purchased it.

Enter Micro League Baseball (MLB). MLB is NOT a joystick-driven skill game. MLB is based on statistics; lots and lots of statistics. If you follow baseball, you're familiar with the stats in the Sunday paper. You've got some idea, then, of the type of statistics we're talking about here. The program allows you to take command of the 1927 Yankees, the 1968 Detroit Tigers, or the 1963 Dodgers. You can play against the computer, or another human manager. The players perform according to their statistics.

The program disk comes with 30 or so teams from the past, along with a few all-star teams. Other team disks are available. For example, all the American and National teams for 1985, or 1986.

With the General Manager/Owner's disk, you can create your own teams, or re-create teams that aren't included in any of MLB's packages.

The system isn't cheap. The MLB game disk runs about 40-50 dollars; season disks are about 20 dollars apiece, and the General Manager/Owner disk is about 30 dollars. But if you're into baseball simulations, MLB is the best bet right now for the ST.

STATUS Picnic

Bobby Prince

On June 13, the Southside Tidewater Atari Technical Users' Society held its picnic/pig roast despite the somewhat inclement weather. In the three hours before the food was ready, members and their families played individual games of horseshoes and basketball. The children played on Bayville Park's rather massive playground. They also participated in an icon-hunt (sort of a high-tech easter-egg hunt), and prizes were awarded in five categories.

The highlight of the day was, of course, the food. The barbecued pig was expertly cooked by a professional, while several different members (myself included) cooked the hot dogs and hamburgers.

After lunch, the real fun started. The sun finally came out, and the rain stopped. A small volleyball match was held, but the results will remain secret to avoid any unnecessary embarrassment for Buck. The horseshoe courts were occupied throughout the afternoon by various players. Then people just started drifting home.

There are many people who helped make this picnic work. Nip Harrison provided drinks and ice from 7-Up at a very reasonable price. (He also sold the extra six-packs at the same price to members.) The picnic committee organized and oversaw the purchase of the food. And, most important of all, the membership, created the fun that everyone had. The picnic ended up costing the club about \$75.00. I say we do it again! Any takers?

From the Editor

With this issue of the STATUS NEWSLETTER, we have started a new beginning. Yes there is a *different* look and feel this month, glad ytu noticed! The one biggest factor for these changes is that there is a new Editor.

Gene Rodriguez III has done an excellent job here for almost three years. He took this newsletter and made it into what you've come to expect each month. His presence will be sorely missed. We all thank you for the fine job you have done over the years Gene, and Good Luck!

During the next several months I will be experimenting with several of the new ST word processing and page design programs to come up with an acceptable format for the newsletter. Please bear with me during the changeover and transition period.

We are mailing a proposal to all the clubs who participate in our Newsletter Exchange. This proposal is suggesting that each one of our clubs make a disk version of the newsletters for exchange also. If this idea is acceptable and adopted, it could end all the retyping of useable articles. Heres hoping!

The June 13th club picnic was a great success. Picnic committee members were Bob Prince chairman, Jim Parker co chairman, Jim Parks, Joe Hootman, Doug Boynton, and Buck Maddrey. You did a great job guys! Thanks to you and all the others who made it happen!

Alot of things change....But heres one that doesn't. The cry for newsletter articles from you the reader. Till next time...(ed)..

PROC quit()

Close(2)
Close(5)

warmst=255
warmsv()

RETURN

PROC prnt_pica()

Close(5)
Open(5,"P:",8,0)
PrintD(5,"=")
PrintD(5,"%2")
crsinh=0
quit()

RETURN

PROC prnt_elite()

Close(5)
Open(5,"P:",8,0)
PrintD(5,"%B")
PrintD(5,"%2")
crsinh=0
quit()

RETURN

PROC prnt_condensed()

Close(5)
Open(5,"P:",8,0)
PrintD(5,"%")
PrintD(5,"%0")
crsinh=0
quit()

RETURN

PROC Main()

crsinh=1
screen_1()
screen_2()
InitConsole()
DO
Start=prnt_pica
Select=prnt_elite
Option=prnt_condensed
OD

RETURN

This program will set the printer
pitch to pica (10 cpi), elite 12 cpi,
or condensed (17 cpi) on a Star printer
and most compatibles.

INCLUDE "D6:SYS.ACT"
INCLUDE "D6:CONSOLE.ACT"

BYTE crsinh=752,warmst=8,DEVICE={0}

PROC wait(BYTE times)

CARD delay,delay_2

FOR delay=1 TO (times)

DO

FOR delay_2=1 TO 1000

DO

;Nothing

OD

OD

RETURN

PROC warmsv=9E474()

;

RETURN

PROC screen_1()

Print("K")
Position(4,5)
PrintE("_____")
Position(4,6)
PrintE(" | ***** PITCH INITIALIZE ***** |")
Position(4,7)
PrintE(" | **Written in Action!** |")
Position(4,8)
PrintE(" | **by David M. Levy, 1987** |")
Position(4,9)
PrintE(" | _____ |")
Position(4,10)
PrintE(" | **for S.T.A.T.U.S.** |")
Position(4,11)
PrintE(" | **Southside Tidewater Atari** |")
Position(4,12)
PrintE(" | **Technical Users Society** |")
Position(4,13)
PrintE(" | _____ |")
Position(4,14)
PrintE(" | **Portions (c) 1984, A.C.S.** |")
Position(4,15)
PrintE(" | _____ |")
wait(120)

RETURN

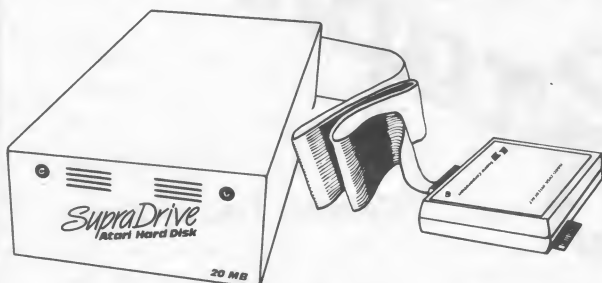
PROC screen_2()

Print("K")
Position(6,5)
PrintE("_____")
Position(6,6)
PrintE(" | **START > Pica** |")
Position(6,7)
PrintE(" | **SELECT > Elite** |")
Position(6,8)
PrintE(" | **OPTION > Condensed** |")
Position(6,9)
PrintE(" | _____ |")

RETURN

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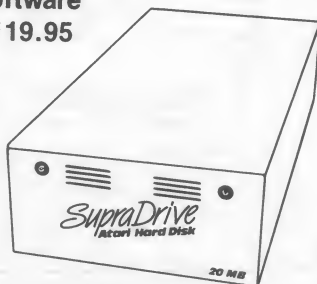
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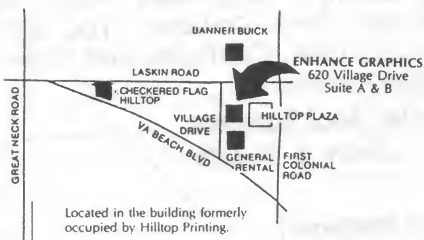
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Meetings: STATUS meetings are held on the first and third Thursdays of the month at the 7-UP Bottling Company, 5700 Ward Avenue, in Virginia Beach at 7:30 p.m. All interested parties are welcome to attend.

Newsletter Articles:

Submitted articles are preferred as disk text files, but will be gratefully accepted as hard copy (including handwriting) if you do not have a disk drive. If you have a modem, you can upload your articles to the Editor by calling the STATUS BBS at 468-1096. Articles may be submitted at any time, but will probably not make that month's Newsletter if submitted less than one week prior to the first meeting of the month.

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